AMENDMENTS TO THE CLAIMS:

Kindly amend claim 11 and 13. Kindly add new claims 25 and 26. The amendments are marked-up. This listing of claims will replace all prior versions, and listings, of claims in the application :

1. (Canceled)
2. (Canceled)
3. (Canceled)
4. (Canceled)
5. (Canceled)
6. (Canceled)
7. (Canceled)
8. (Canceled)
9. (Canceled)
10. (Canceled)

11. (Currently Amended) A method for rendering a video particle explosion effect on a video source data file comprising:

providing a graphics image data file of a particle pattern on which is graphically defined a plurality of explosion parameters of said video particle explosion effect, one of said explosion parameters being a shape of each of a plurality of particles;

generating a sequence of object definition data sets using said graphics image data file;

providing a video source data file;

rendering said video particle explosion effect using said object definition data sets and said video source data file as a rendered video particle explosion effect output.

12. (Original) A method as claimed in claim 11, wherein said rendering comprises

loading each field of said video source data file into a graphics engine;

loading a corresponding one of said sequence of object definition data sets into said graphics engine;

generating a particle exploded video output using said field and said corresponding object definition data sets.

13. (Currently Amended) A method for generating a sequence of object definition data sets for a video particle explosion effect comprising:

providing a graphics image data file of a particle pattern on which is graphically defined a plurality of explosion parameters of said video particle explosion effect, one of said explosion parameters being a shape of each of a plurality of particles;

generating a sequence of object definition data sets using said graphics image data file; and

storing said sequence of object definition data sets in a data set store;

wherein said object definition data sets are used with a video source file to render a particle explosion effect on said video source file.

14. (Original) A method as claimed in claim 13, wherein other ones of said explosion parameters being one of a sequence parameter of an explosion sequence for all of said plurality of particles, a spin parameter for each of said plurality of particles and a softness of edges of each said plurality of particles.

15. (Original) A method as claimed in claim 13, wherein said graphics image data file has a plurality of channels.

16. (Original) A method as claimed in claim 15, wherein each channel of said plurality of channels defines one corresponding parameter of the plurality of explosion parameters and the plurality of channels define a corresponding plurality of explosion parameters.

17. (Original) A method as claimed in claim 15, wherein said plurality of channels are a red channel, a green channel, a blue channel and an alpha channel.

18. (Original) A method as claimed in claim 14, wherein said graphics image data file has four channels and said shape, said explosion sequence, said spin parameter and said softness are each defined in one of said four channels.

19. (Original) A method as claimed in claim 13, wherein said particle pattern is a shattered glass pattern.

20. (Original) A method as claimed in claim 13, further comprising a step of drawing said graphics image data file.

21. (Original) A method as claimed in claim 20, wherein said step of drawing comprises defining an edge for said plurality of particles and filling up each of said plurality of particles with a different color.

22. (Original) A method as claimed in claim 16, further comprising a step of drawing each channel of said graphics image data file, wherein said step of drawing comprises defining an edge for said plurality of particles and filling up each of said plurality of particles with a different color and wherein each parameter is defined by said filling up in each said channel.

23. (Original) A method as claimed in claim 13, wherein said generating comprises identifying a plurality of triangles for each said particle and storing shape information from each triangle in said object definition data sets.

24. (Original) A method as claimed in claim 16, wherein said generating comprises identifying a plurality of triangles for each said particle and storing parameter information from each triangle in said object definition data sets, said parameter information being extracted from each said channel.

25. (New) A method as claimed in claim 20, wherein said step of drawing comprises attributing a shade of a same color to each pixel of said plurality of particles, an average value of said shade for each said particle determining said parameter.

26. (New) A method as claimed in claim 16, further comprising a step of drawing each channel of said graphics image data file, wherein said step of drawing comprises, in at least one channel, defining an edge for said plurality of particles and filling up each of said plurality of particles with a different color and wherein each parameter is defined by said filling up in each said channel and wherein said step of drawing comprises, in at least one channel, attributing a shade of a same color to each pixel of said plurality of particles, an average value of said shade for each said particle determining said parameter.